

WHAT IS CLAIMED IS:

1. A computer-readable recording medium on which a game program for displaying a scene in a virtual three-dimensional space on a screen is recorded, the game program causing a computer to execute a process comprising:

dividing the scene into a plurality of regions in accordance with distances from a prescribed viewing point in a depth direction;

setting filtering levels for the respective divisional regions;

performing filtering processing that imparts visual effects to respective regions of the scene in accordance with respective set filtering levels; and

displaying a scene obtained by the filtering processing on the screen.

2. The recording medium according to claim 1, wherein a rule for division into the regions and filter data specifying the filtering levels that are set for the respective regions are further recorded on the recording medium, the program causing the computer to execute the process further comprising:

dividing the scene into the regions according to the division rule;

setting the filtering levels specified by the filter data for the respective divisional regions;

storing, in a first storage device, each of the filtering levels that is set for an associated divisional region so as to be correlated with pixels belonging to the associated divisional region;

storing pixel data of a scene obtained by the filtering processing in a second storage device;

reading the pixel data from the second storage device; and

sending the pixel data to a display device.

4. The recording medium according to claim 1, wherein the performing filtering processing further comprises generating a filtered scene by imparting a uniform visual effect to an original scene as a whole and combining the filtered scene with the original scene at a ratio corresponding to each of the filtering levels set for the respective regions.

5. The recording medium according to claim 1, wherein the original scene is defined by a two-dimensional original image generated by performing perspective projection on the scene with respect to the viewing point and information relating to the two-dimensional original image and indicating distances from the viewing point in the depth direction.

6. The recording medium according to claim 5, wherein the performing filtering processing further comprises generating a filtered image by imparting a uniform visual effect to the two-dimensional original image as a whole and combining the filtered image with the original image at a ratio corresponding to each of the filtering levels that are set for the respective regions.

7. The recording medium according to claim 4, wherein the filtering levels comprise degrees of opaqueness and the combining further comprises either additive combining or semitransparent combining using the degrees of opaqueness.

8. The recording medium according to claim 1, wherein the visual effects comprise either blurring effects or diffuse glow effects.

9. A video game program for displaying a scene in a virtual three-dimensional space on a screen, the game program causing a computer to execute a process comprising:

dividing the scene into a plurality of regions in accordance with distances from a prescribed viewing point in a depth direction;

setting filtering levels for respective divisional regions;

performing filtering processing that imparts visual effects to the respective regions of the scene in accordance with the respective set filtering levels; and

displaying a scene obtained by the filtering processing on the screen.

10. A video game apparatus comprising:

a display device;

a computer-readable recording medium on which a program for displaying a scene in a virtual three-dimensional space on a screen of the display device is recorded; and

a computer for reading the program from the recording medium and executing the program, the computer executing, by reading the program from the recording medium, a process comprising:

dividing the scene into a plurality of regions in accordance with distances from a prescribed viewing point in a depth direction;

setting filtering levels for respective divisional regions;

performing filtering processing that imparts visual effects to the respective regions of the scene in accordance with the respective set filtering levels; and

displaying a scene obtained by the filtering processing on the screen.

11. A method for controlling a video game apparatus that comprises a computer and a display device and displays a scene in a virtual three-dimensional space on a screen of the display device, the method comprising:

dividing the scene into a plurality of regions in accordance with distances from a prescribed viewing point in a depth direction;

setting filtering levels for respective divisional regions;

performing filtering processing that imparts visual effects to the respective regions of the scene in accordance with the respective set filtering levels; and

displaying a scene obtained by the filtering processing on the screen.

12. The method according to claim 11, wherein the setting further comprises setting filtering levels so that a filtering level for a region closer to the viewing point is set earlier.

13. The method according to claim 11, wherein the performing filtering processing further comprises generating a filtered scene by imparting a uniform visual effect to an original scene as a whole and combining the filtered scene with the original scene at a ratio corresponding to each of the filtering levels set for the respective regions.

14. The method according to claim 11, wherein the original scene is defined by a two-dimensional original image generated by performing perspective projection on the scene with respect to the viewing point and information relating to the two-dimensional original image and indicating distances from the viewing point in the depth direction.

15. The method according to claim 14, wherein the performing filtering processing further comprises generating a filtered image by imparting a uniform

visual effect to the two-dimensional original image as a whole and combining the filtered image with the original image at a ratio corresponding to each of the filtering levels that are set for the respective regions.

16. The method according to claim 13, wherein the filtering levels comprise degrees of opaqueness and the combining further comprises either additive combining or semitransparent combining using the degrees of opaqueness.

17. The method according to claim 11, wherein the visual effects comprise either blurring effects or diffuse glow effects.

18. The method according to claim 15, wherein the filtering levels comprise degrees of opaqueness and the combining further comprises either additive combining or semitransparent combining using the degrees of opaqueness.

19. The recording medium according to claim 6, wherein the filtering levels comprise degrees of opaqueness and the combining further comprises either additive combining or semitransparent combining using the degrees of opaqueness.